

Region 2 Headquarters 3201 Spurgin Road Missoula, MT 59804-3101 October 14, 2009

Dear Interested Citizen:

Enclosed you will find for your review, a draft recreation management plan and environmental assessment (EA) for the Blackfoot River. The purpose of the plan is to provide guidance for the day-to-day administration of the river recreation program and guidance for decision makers when establishing rules and policies. The primary proposals include continuing to manage for high volume summer use downstream from Whitaker Bridge; management actions to address congestion on the water in the upper sections of the river; restricting camping to designated locations in high-use reaches of the river and exploring opportunities for overnight float trips; and a permit allocation system that could be used in the future if conditions become undesirable on certain stretches of the river.

This draft EA is available for review in Helena at MFWP's Headquarters, the State Library and the Environmental Quality Council. It also may be obtained by mail from Region 2 FWP, 3201 Spurgin Rd., Missoula 59804; by phoning 406-542-5562; by emailing ccrowser@mt.gov; or by viewing FWP's Internet website www.fwp.mt.gov ("Blackfoot River Plan").

FWP will host two open houses to discuss the draft plan and EA. The first will be on October 19th (Monday) at the Ovando School Gymnasium and the second on November 5th (Thursday) at the Holiday Inn Missoula Downtown at the Park. The public is invited to attend at any time between 6 and 8 p.m.

The deadline to comment is Nov. 16, 2009 by 5:00 pm. Comments may be submitted in writing at the open houses, via e-mail to blackfootcomments@mt.gov, or online at fwp.mt.gov—click "Blackfoot River Plan." Mail written comments to: Blackfoot River Plan; Montana FWP, 3201 Spurgin Road; Missoula, MT 59804. If you have questions, please contact Chet Crowser at 406-542-5562.

Sincerely,

/s/

Lee Bastian Regional Parks Supervisor

LB/cc

Enclosure: Draft Blackfoot River Recreation Management Plan and EA.